

6.1.0

The classic quick update after a big release, polishing some of the new features, introducing some that didn't make the cut previously and fixing some bugs.

Most notably, a recent iOS update broke support for Google Cardboard. And on Google Play, a recent OS update broke support for AR. Funny how things go, isn't it?

With this release we are updating all viewers in the App Stores as well as getting our first Oculus Quest Lab submission going, which will make it SO much easier to install.

Another big change: When we feature an experience that a user has published on their workspace, clicking on that experience will redirect to that user workspace, so the Creator receives full credit.

Last but not least, all premium users now have full access to all textures and assets as well as 500MB storage space to experiment with their own media files, models and characters. And characters can be animated with 2,500 animations.

New in 6.1.0 for Workspace Owners (EDU Admins, Personal workspace owners, Pro users):

Major:

- New: Switch to workspace an experience was published on when featured in a collection on another workspace
- Improved: Workspaces Overview page <https://www.blocksmithxr.com/workspaces>
- New: Increase Personal and Workspace account storage space to 500MB
- New: Download Page for Workspaces

Minor:

- Improved: Remove the website chat button/ability from workspaces
- Improved: Link "A BlocksmithXR Workspace" to workspaces page

New in 6.1.0 for All users:

Major:

- New: Updated iOS and Android viewers in review by the stores
- New: Artstyle selection for Model Exports
- New: Give Pro Assets to all premium users
- Improved: Improve scene thumbnail quality for the Chromebook (WebGL) Builder - Please use this for updating how your experiences preview on the Web and in the Builder!

Minor:

- Improved: Sharing experiences now uses "my.blocksmithxr.com" for the link
- Improved: Show help for the Add Character button
- Improved: Add "Export" as a Menu item
- Improved: Improve Quest project submission in the Builder
- Improved: Ready Player Me characters in stylized mode are less shiny

- Improved: Disable Builder hotkeys while "Upload Video Recordings" window is open
- Improved: "Dashboard" links now go to "my.blocksmithxr.com"
- Improved: Add Help link to "my.blocksmithxr.com"
- Improved: Renaming workspaces to not include the word "Blocksmith"
- Improved: Add Quota display to User Dashboard, My Account (Profile/Billing)
- Improved: Better Storage Space Description
- Improved: Disallow non-verified accounts from starting a trial
- Fixed: Variable object displays white square instead of value
- Fixed: Art Style button covered by Scenes/Quest panel if expanded in Classroom setup
- Fixed: Sound issues with recorded videos in the Builder
- Fixed: Lock UI Layout not working
- Fixed: Hide Object event not working on characters
- Fixed: Maps not working on WebGL Builder
- Fixed: Pickup objects do not drop after being destroyed
- Fixed: Components on the Player disappear when Playing the Viewer

6.0.0

A huge update establishing the Blocksmith system as a universal 3D content creation tool.

Beautiful UI, strong import and (new!) export options.

Get creative with our new Ready-Player-Me Character import with 200 human animations, facial expressions and lip-synching. We expect this to go up to 2,500 animations soon!

Create an architecture tour in minutes with our Project Wizards.

Export to Video, Gif or (Facebook friendly) 360 Image. Check out our new Web-Preview which can now be embedded on your Homepage, along with 360 images and 3D Models.

Lots of small changes for our school and camp administrators to make onboarding and running courses easier.

All previous "Pro" features are now available to all users and storage space has been increased for all premium users including student accounts. A Pro account now mainly adds more assets and the additional storage space professional users need to get their creations to the next level.

All of this can be found on our new and very pretty website at www.blocksmithxr.com. Check out the videos describing how Blocksmith works. They were all made with the 6.0 Builder version!

Quite a lot to celebrate with our new Firework effect.

Major:

- New: Export Experience as Video, Gif, 360 Image, 3D Model, Webplay enabled
- New: User Interface with adjustable panels and toolbar
- New: 3D Character import with Ready-Player-Me support and 2,500 animations
- New: Experiences will be played with the artstyle they are saved with
- New: Project Wizards helping to create experiences in minutes
- New: School Admins can lock UI Layout

- New: Website Redesign
- New: Offer Embed options for experiences, 360's and models
- New: Allow pro users to create sub-workspaces
- New: User Overview Page
- New: Storage purchase page
- New: Add success/celebration particle effects

Minor:

- New: Allow exporting models with characters
- New: Head Slot for Characters
- New: "Made with Blocksmith" watermark in exports for free users
- New: Preferences Menu Redesign
- New: Change "share per email" feature to use text blocks to avoid harassment
- New: Add manual screenshot icon/button to the Preview Image in the Save window
- New: Frozen Player View for UI and static scenes
- New: Comments for Events
- New: Pop-out Event Window
- New: Add "Send Log to Blocksmith" button/ability to Log Console in the Builder
- New: "Point To" event
- New: Gravity Placement tool

Server:

- New: Add a "Add Experience Link" ability on Edit Quest page
- New: Add a "Configure Builder Layout" button/ability to the Signup Settings page
- New: Add Media browsing filters
- New: Add "View Media" Button to Experience Page
- New: Add "Play Web Preview" to Experience Page
- New: Allow users to add experiences that are public on other workspaces to collections
- New: Pricing Page with detailed Feature Lists
- New: Create opt-in block list for contact attempts by other users
- New: Remove password confirmation field and check for signups
- New: Give all premium users collaboration and transfer capability
- New: Switch comments from global to workspace specific
- New: Provide options for Workspace Admins to disable comments on members' experiences
- New: Experience Ownership Transfer includes media files
- New: Introduce maximum file size per account type
- New: 360 image support

- Improved: Remove the "Click to Play" message from the Web Preview
- Improved: Show warning when root animated objects are in a Player/Character slot because that animation would clash with the character animation
- Improved: Show "Not supported" message for Export options on WebGL
- Improved: Add a dropdown dialog to Save and offer "Save as...". Yay!

- Improved: Make glb the default export format for models
- Improved: Show a warning message when a user attempts to apply an Approach/Walk navigation mode with a Character animation present
- Improved: Exclude FX from model export although wouldn't that be nice somehow
- Improved: Show a message with link to storage pricing page when a user hits their media limit in the Builder
- Improved: Change how deep selection works so root groups are selected when UI panels overlap on scene objects
- Improved: Move Slicer/Overview settings to Inspector
- Improved: Show warning message when a user attempts to play two animations on the same object at the same time
- Improved: Allow Characters to pass events to their handheld objects
- Improved: Add Select/Deselect buttons to Scene editor UI
- Improved: Single-axis movement tool visual improvements
- Improved: Remove the integrated Tutorial from the Builder in 6.0
- Improved: Show selected measurement Unit on Move/Scale events
- Improved: Show an error message if a model fails to load when importing
- Improved: Enable "r" key to start/stop video recording when Playing a Scene
- Improved: Quest Box step bubble improvements
- Improved: "Hide in AR" for Player
- Improved: Experience Browser View History
- Improved: Change default Graphics mode for Android and iOS Builders to Mobile
- Improved: Show warning message when an animation is present on the same object as a navigation component
- Improved: Move Quest Box settings to Preferences window
- Improved: Change warning message that appears on groups with Hit Target events to be more clear
- Improved: Alphabetically sort the user's workspaces list in the Builder except for Blocksmith workspaces
- Improved: Add option to add a new message from the Broadcast message event action
- Improved: HQ Sky Fog should be adjustable the Fog Density Slider
- Improved: Improve Light Object events
- Improved: Enable to Change Ambient Color for Indoor and Custom Scenarios in Scene Settings
- Improved: Show a loading bar when navmesh baking during Viewer opening process
- Improved: Sensitivity preferences max amount could be too low for some users
- Improved: Object Handles
- Improved: Spawners should show spawn path
- Improved: Special tab: Spawners' Launch Power should have a manual input field

Server:

- Improved: Do not show the experience Flag button for logged out users
- Improved: Remove the dot on carousels when there is only one image/video
- Improved: Add sorting option to Collection window

- Improved: Add option to retain a student's public experiences when removing them
 - Improved: Show a number notification for pending access requests over the workspace Manage button
 - Improved: Sort the user's workspaces lists on the web to show Blocksmith workspaces and the currently open workspace on top
 - Improved: Explain what "Follow" does
 - Improved: Don't remove publicly shared experiences when workspace expires
 - Improved: Show expired workspaces in workspace discovery
 - Improved: Your workspace is going to expire email
 - Improved: Add follow button in search results
 - Improved: Allow searching across all workspaces
 - Improved: Ability to filter search results to show just models or just experiences
 - Improved: Expand search to show models
 - Improved: Allow workspace Admins to edit their users' custom info
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- Fixed: Objects not animating or responding to events on Android Cardboard Viewer
 - Fixed: Copy/pasting an imported model from one scene to another causes it to lose its textures
 - Fixed: Sound components on characters do not play
 - Fixed: Characters imported from Fuse appear very large and do not show animations
 - Fixed: Hinged animations on uploaded models are offset in a scene
 - Fixed: Template scenes appearing foggy after loading them through Wizards
 - Fixed: Using CTRL\+drag selection ability does not reliably select objects inside the box
 - Fixed: Spawned FX from character's hands do not appear at the character's position
 - Fixed: Spawner in handheld object changing spawn angle after Player respawns
 - Fixed: Cannot scroll all the way down an experience list in the SteamVR Viewer
 - Fixed: Xml text containing "" inside text strings breaks the xml parser
 - Fixed: Background in AR is flickering green
 - Fixed: Shift-key inactive for auto-stacking when the button is already selected
 - Fixed: Player cannot interact with physics objects on mobile
 - Fixed: Zoom scroll speed is very slow on WebGL Builder
 - Fixed: Animation Finish does not trigger on forward animations when Loop Once is active
 - Fixed: Broadcasting messages does not reach children of groups initially
 - Fixed: Snap points not working well on the Quarter Ring object

Server:

- Fixed: Attempting to add a group of users to a class fails when some of them are already class members
- Fixed: Images on Quest pages are very large
- Fixed: Comments without timestamps show Error 500
- Fixed: User collection items can't be removed
- Fixed: Comment text does not disappear from the input field after submitting the comment

5.8.1

A quick patch release to improve how the Builder handles student logins as well as extremely long filenames that might occur in model imports.

Admins now can edit additional user information!

- Improved: Allow users to set a cache folder destination
- Improved: Workspace independent account management
- Fixed: Attempting to Sign up on a workspace linked Builder fails if the workspace requires extra signup information
- Fixed: Attempting to use the “Save As” button to make a remix of a Template does not work
- Fixed: Opening Templates only shows one template in collections when there are more
- Fixed: Some external links only open after an additional click on WebGL Builder

5.8.0

Models, models, models!

Over the years, our users have created a breathtaking assortment of Blocksmith models. And now we are opening these up to you! Access hundreds of 3D models across the workspaces you follow.

Wait, can I follow more workspaces then? That's right. We have a new discovery tool so you can follow other spaces that provide free experience and model access. Find out more here: <https://youtu.be/q3aD7yFsoyM>

Can your own workspace appear there? We would love for you to showcase your best work. It is completely up to you if you want to give out content freely for all users and/or hide a portion behind a member wall where you decide who you want to let in.

Can models be used in other programs like Unity, Unreal, Blender etc? Yes and you can download them directly from our website!

We also changed multiplayer to a more robust system, this means ALL devices wanting to join the same multiplayer game need to be on 5.8 or higher.

Otherwise we improved a ton of small quirks, see for yourself!

Major

- New: Workspace Discovery
- New: Show workspace models on the web under "Creations"
- Improved: Search across all collections and workspaces in model pool
- New: Model pool UI

Minor

- Fixed: Linked Builders looking linked status after update
- Fixed: WebGL Builders using incorrect workspace to link
- New: Sharing experiences with email
- Fixed: All objects starting -25cm beneath the grid when added
- Fixed: Low Poly and Stylized versions of Tree objects do not respond to Hit Target events
- Fixed: Text in text boxes are appearing slightly larger than before
- Improved: Better messaging about how to view an AR scene on Cardboard viewer apps
- Improved: More informational warnings on expired workspaces
- Improved: Exporting models functionality and information
- Fixed: Rotation degree slider is missing
- Fixed: Expanded Quest video/images/core videos can get stuck when progressing Quest steps
- Fixed: Variables disappear when seen over transparent objects with standard graphic mode

- Fixed: Cannot move your view with WASD when referencing Other Object in Events
- Fixed: Using Ctrl to multi-select objects in the scene and hierarchy is unreliable in WebGL
- Fixed: Upload Error occurring sometimes when updating existing models
- Fixed: Can't export models containing characters
- Fixed: Single objects with HitTarget events show incorrect warning message
- Fixed: "Update existing model" checkbox missing from Save Model window
- Fixed: Content in Load window occasionally never appearing/taking a long time to load
- Fixed: Hit Target events on scaling animated objects do not work
- Fixed: Workspace model view flickers/re-loads several times before showing models
- Fixed: Animation forward loop colliding with objects in animation path

5.7.0

We had a quick turn around for this release. Some polishing needed to be done for all the Load Dialog and Quest Hub changes that bled over into our Viewer Apps. And we added searching across workspaces.

That said, one of the most requested features has arrived! Quest progress tracking is now even easier for Workspace Admins and Teachers! See student information and classes. Ability to sort by this information.

And we've added snap points to effects and lights!

- New: Snap points on effects and lights
- Improved: Quest progress tracking
- Improved: Ability to search "everywhere" in the load dialog
- Improved: Add new event action to log lines in the log console
- Improved: Have play button on experience pages look more like a button
- Improved: Indicate when a model is processing on the web model pool
- Improved: Optimize model exporter
- Fixed: Most recent models being saved to the end of the model pool
- Fixed: Snapshot preview on WebGL appears blank
- Fixed: Recording experience videos on MacOS
- Fixed: Dark theme UI problems
- Fixed: Models appearing after loading experience in the Viewer Apps

5.6.1

There was a slight hiccup with our new "School Device" Settings. The Builder was forgetting what workspace is needed to send access requests to. We reminded it how to do this and it should not be a problem going forward.

- Fixed: Auto workspace access requests failing

5.6.0

This is a huge update with many new features and improvements!

New Template screen with 50+ scene templates on top of the original 5.

The updated Load dialog gives you easy access to the new “games” and “sampleprojects” workspace, now available to all users. These feature fully curated content from the Blocksmith team. We also have a new feature for Legal Guardians and Teachers to block access to non-curated workspaces for their dependents without having to “link” their software, making this important safety compliance feature so much easier to use.

Workspaces are full of models which can now be downloaded in gltf format and used in other software like Unity3D and Unreal Engine.

You can now follow other workspaces for more templates and models and you can configure your own to allow others to join and use what you created.

Curriculum Quests can now be added directly in the new Quest Hub for added simplicity.

Switching between workspaces is even faster in 3D and 2D viewer apps, which also received a full UI overhaul.

Are you stuck? The help page is now full of information to help with all aspects of the BlocksmithXR system.

Major:

- Improved: Template Screen to easily find all templates available
- New: Model Download
- New: Follow other workspaces for access to templates and models
- New: Quest Hub Redesigned to add and access Curriculum Quests all in one place
- New: Load Window redesign to easily switch between content
- Improved: Help Page Overhaul to give even more knowledge
- New: “premiumexperience” workspace with experiences, templates and models

Minor:

- New Object: Reflection probe. Place in the scene to get local reflections.
- New: Hand models instead of controllers in VR
- New: Restart Scene experience event
- New: Workspace access settings for Legal Guardians
- New: Workspace access settings for Admins of Workspace Managed Accounts
- New: Allow everyone to see the version history of experiences
- New: Add play/stop ability for scene sounds, sound objects, and sound components
- New: Public sharing options for models
- Improved: 3D Viewer UI
- Improved: Change language from “License” to “Link”
- Improved: Add the ability to scroll by swiping the Oculus Go touchpad
- Improved: Preview video files in My Media on Account Dashboard
- Improved: Show file size in My Media
- Improved: Template Collections

- Improved: Automatically remove users from cohorts when they are removed from the workspace
- Improved: Last updated date on experience page
- Improved: Timestamp for experience comments
- Improved: Set Quick signup as default for Group workspaces
- Improved: Allow teachers to remove experiences from their workspaces
- Improved: Add missing Script Editor features and update documentation
- Improved: Remove "Enter Text..." from empty textbox on experience play
- Improved: Pressing enter after typing in name for model should save it
- Improved: Save the first material of a Group when copying to material storage
- Improved: Paused Quests in the Builder should remain paused
- Improved: "Insert Code" button in Quest Box. No more typing errors when inserting code into the experience
- Improved: New "School Devices" settings in preferences for auto access requests
- Improved: Interaction Events on Groups don't require enabling "Collide as Group"
- Improved: Do not allow children of spawned/moving groups to collide with each other
- Fixed: Unable to unassign users from class
- Fixed: Reseller dashboard not loading
- Fixed: Licensed (now: "Linked") MacOS Builder does not download
- Fixed: Auto-collect pickup object cannot be dropped
- Fixed: Unable to use slider in Color Picker
- Fixed: Component variable "Value changed" event does not work with variable objects
- Fixed: Setting navigation mode with events is not working
- Fixed: Attempting to join a non-supported Multiplayer game on VR Viewers causes Pause menu to break
- Fixed: Players cannot jump when their height is greater than 4 meters
- Fixed: Water shader does not work on Objects
- Fixed: Animations not playing when opening an experience with an animated FBX/GLTF model
- Fixed: Mouse cursor disappears when writing text in WebGL Builder
- Fixed: Script editor incorrectly displaying lines
- Fixed: Hinged stacked animations
- Fixed: Audio files show question marks for their duration
- Fixed: Object component loses connection after scene change
- Fixed: Physics objects not resetting when an experience is restarted through events
- Fixed: Multiple animated models cannot be played at the same time
- Fixed: The Save Model window can be opened multiple times in a row
- Fixed: Animated snapped objects jump positions when they finish their animations
- Fixed: New animated groups fly towards camera's viewpoint when AutoStack is used
- Fixed: Scrolling doesn't work in certain areas of the Load window

5.5.0

You can now use external models with animations! Both gltf and FBX models with multiple animations can be imported and controlled through the event system. We are so excited to see what you will do with this!

Revamped the JavaScript editor to include line numbers and syntax highlighting in addition to making it more user friendly.

When clicking on an experience in the load screen you can now see the user's description, if it is view only or a template, and a quick link to the web to easily leave a comment for the creator.

Major

- New: Allow embedded animations in FBX and GLTF imported models
- New: Detail view when loading experiences
- Improved: Video quality for Builder shot videos
- Improved: Script Editor

Minor

- Improved: Version notes and description field for every save
- Improved: Multiselect users and remove from workspace on the users page on workspace dashboard
- Fixed: Starting trial in Builder leading to a dead end
- Fixed: Pressing enter on upload video recordings window closes it and doesn't upload videos
- Fixed: Some selections not visible when in Dark Theme
- Fixed: Allow trigger to send entering object as parameter in custom message
- Fixed: Saving and Loading experience with FBX model present causes maximised reflections on objects
- Fixed: Builder warning users they do not have a Quest, when they do
- Fixed: Approve access button on the Request Access page doesn't work after first use
- Fixed: Manual Quest assignment on a workspace can result in a Quest access error
- Fixed: Wrist pause menu appearing in mid-air when teleporting on the Oculus Go
- Fixed: Numbered lists appearing very small and misaligned in Quest Box
- Fixed: Play Animation: From Beginning event plays the animation from step 2
- Fixed: Top-bottom 360 videos not working
- Fixed: An event checking the value of an object component make the vents tab frozen

5.4.1

Looks like we put the Builder on hard mode for the weekend. Making everyone create trees, characters and models from scratch! Easy mode is now activated.

Major

- Fixed: Unable to drag in assets, characters or models

Minor

- Improved: Oculus Quest hand tracking
- Fixed: Creating an animation on a subgroup object causes the new animation to jump to the origin point
- Fixed: Scene sounds looping before sound file has finished playing
- Fixed: Multiple sound files playing simultaneously in the WebGL when playing the Viewer

5.4.0

Group subscription trials are here! Get a full impression of our intuitive admin/teacher backend for student management and assignment tracking before purchase.

Workspace Admins can unlock specific chapters in Quests for their users which is great if you want to start teaching with later chapters.

Browsing experiences on the web on a computer with the Builder installed, you can click "Play" and the Builder will automatically open along with the experience. On Windows AND on Mac!

Last but not least, you can create and save a library of models that all listen to the same global message (for example "attack" or "swarm"), import them into your games that broadcast such a message and it will just work.

Major

- New: Group Trials
- New: Workspace Admins can unlock specific chapters in Quests for their users
- New: Click to open the Builder and play experiences from the web for Mac
- New: Broadcast messages
- New: Event action to resume and complete animations
- New: Saved models with global messages keep them at import
- Improved: Memory management for experiences using many media files

Minor

- New: Saved models with global messages keep them at import
- New: Events to enable/disable physics (objects must have physics enabled at start)
- New: Event parameters can now be compared with other object values
- New: Add list capability to JavaScript (technically mutable arrays)
- Improved: Allow teachers to assign quests before Admin has selected assignment setting
- Fixed: Object with multiple object components has trouble targeting them
- Fixed: "Look at Start/Finish" events do not work in VR
- Fixed: Handheld objects turning around in some multiplayer games for one team
- Fixed: Color Blending setting only works with sky background
- Fixed: WebGL players get immediately kicked from multiplayer matches when new players join
- Fixed: Destroyed and physics objects are not physics in multiplayer matches when new players join

- Fixed: Spawned pickup items in multiplayer matches can only be picked up by some players
- Fixed: Pickup Objects go to right hand when Oculus Go is set to left hand

5.3.0

You could say we've made Fireworks with this release (because we did).

We've added a new Hinge Object to help you create doors and swings even easier.

VR loading bar looks much nicer now.

Major:

- New: Hinge Object
- New: Add Scale To and Scale By Events
- New: Share button on other users' experiences in the Builder for easier sharing
- Improved: Loading bar in VR

Minor:

- New: Celebrate Quest Chapter project submission with Fireworks!
- New: Add new conditions for "Animating Forward" and "Animating in Reverse"
- New: Share button on other users' experiences in the Builder for easier sharing
- Improved: Add iOS Cardboard Viewer Appstore link to Download page
- Improved: Adding new preview images does not show until after refresh
- Improved: Content Library link on dashboards for Group and Personal Workspaces
- Improved: Cave Entrance more rectangular and have 2 sided mesh
- Fixed: Stylized light shaft shows squares
- Improved: Show all Premium Experiences users can access under Premium Experiences in load screen
- Improved: Disable "Walkable" setting on objects that have a navigation component
- Fixed: Quest assignments settings not showing immediately after being set
- Fixed: Unverified user taken to wrong email update screen
- Fixed: Changing Quest order does not update in Student Progress window
- Fixed: "Play Now" button on the web shows dialog to install Builder, with Builder already installed
- Fixed: Stop Spawn Motion event action used with Hit Target doesn't detect colliders well
- Fixed: Text objects become non-editable if they have components
- Fixed: Entering numbers ≥ 10000000 doesn't work in several events
- Fixed: Multiple object reference variables break their object's event targeting
- Fixed: Object variable cannot be sent as a parameter in a custom message
- Fixed: Targeting a message parameter shows "???"
- Fixed: Multiple versions of the same tag can be created using capitalization

5.2.2

Some animation conditions went rogue but they are cooperating now. We are introducing a new condition for the "Animation Finished" event, called "Finished Animation", to identify exactly

which part of the animation has finished. This makes it easy to daisy-chain independent animations. Example: If "Animation Finished" and ("Finished Animation" == 1), then "Start Animation" 2.

- New: 'Finished Animation' event condition
- Fixed: Objects with 'Play Animation' and 'Deactivate Myself' on the same event does not trigger animations

5.2.1

Wouldn't be a release without a quick bug fix patch!

- Fixed: FBX materials missing when loading saved experience
- Fixed: WebGL crashes when joining multiplayer game with sound component
- Fixed: Some YouTube clips were not working properly with the video object (Note: YouTube video display is not guaranteed to work and can break in the future without notice)

5.2.0

Workspaces are now included in all subscriptions! Collaborate with other users in a protected space and showcase your best work.

Enjoy discounted rates for student groups as well as unlimited access to our premium curriculum tracks and experiences! Perfect for families, summer camps and distance learning schools.

We've added new workspace access settings to now allow public and member only publishing. Stage experiences in your workspace, then share selected ones to the world!

Major:

- New: Family and Group Subscriptions
- New: Discounted Accounts for Group and Family Subscriptions
- New: All subscriptions can now create a workspace
- New: Full Content Library included for Individual, Family, and Group Subscriptions
- New: Access Setting to make select experiences public on workspaces
- New: Allow use of Hand Tracking for Oculus Quest
- New: Support for importing models in gltf format

Minor:

- New: Hierarchy sorting
- New: Reset, copy and paste buttons for coordinate fields
- New: Download button for media items in your dashboard
- New: Public and Member-only sharing options for workspaces
- Improved: Rename Home tier to Individual
- Improved: Rename Domain to Workspace
- Improved: Rename Blocksmith Market to Content Library

- Improved: Breadcrumb back to my media from media item's pages
- Improved: Add more links to Content Library
- Improved: Sound Library files to not count against user storage space
- Improved: Log Console usability improvements
- Improved: Remove account tier from top right bar
- Improved: Add colon next to Position and Size in Coordinate Inspector (Melissa insists on having this mentioned in release notes because it was bugging her so much)
- Improved: Move "Measurement Units" setting to new Units tab in Preferences dialog
- Fixed: Grouped objects with local messages lose them on copy and paste
- Fixed: Restarting an experience in VR using the wrist menu reorients the Player
- Fixed: Black borders are present when Builder is in fullscreen mode and being recorded
- Fixed: Water texture does not zoom properly in Low-Poly
- Fixed: WebGL Builder sometimes shows black bar over Shapes toolbar after making it fullscreen
- Fixed: WebGL Builder crashing when loading Quest steps with videos
- Fixed: Exiting Full screen on the WebGL Builder causes Builder to resize and becomes difficult to use
- Fixed: Workspace Admins cannot view private files on their workspace submitted through Quests
- Fixed: Flat Pyramid shape only scales proportionally
- Fixed: Tags on Shared Models are not added to an experience's tag list
- Fixed: Copy/pasting a subgroup during Edit Group causes major stretching
- Fixed: Animation previews in specific experience jump ~10cm after moving/placing them
- Fixed: Previously snapped groups can only rotate around a hinge point, including its animations
- Fixed: Workspaces text is cut off in 3D Viewer menu
- Fixed: Vertical text alignment settings not being saved with experience
- Fixed: Smoke FX
- Fixed: Distance fog does not update in the Scene when the Builder is set to Mobile/ or Standard graphics
- Fixed: Duplicating or copy/pasting objects places them at the location of the original object
- Fixed: Show Animations setting causing animation previews to appear in the Viewer
- Fixed: Text briefly appearing very stretched when first activated in a scene
- Fixed: Loading dialogs flickering badly on Vive Viewer
- Fixed: Objects' boundary box changes size on their animation previews
- Fixed: Multiplayer scenes with physics objects not working
- Fixed: Embedded videos playing sound in the quest box
- Fixed: Event messages with string parameter don't allow text input when used in comparisons
- Fixed: Objects resize incorrectly when attempting to scale snap multiple objects
- Fixed: Experience previews showing incorrect publish dates on Vive Viewer
- Fixed: Spawned items cannot be interacted with when the Inventory is enabled

- Fixed: Disabled Play at Start setting on Walk around Navigation components does not work
- Fixed: Object variable reference gets reset back to integer on duplication
- Fixed: Workspace-managed users cannot share with blocksmithbugs or blocksmithtips

5.1.0

We are making it easier than ever to customize your experiences pages. Take a video of your experience in the Builder, upload it to “My Media” storage space on the web and add it as a custom preview. Add a long description with images, screenshots and more videos to make your experience really shine.

Major

- New: Upload video recording to “My Media” storage on the web
- New: Ability to choose a video for experience preview
- New: Start/StopVideo capture when playing in viewer with "r" key
- Improved: Video recording performance
- Improved: Experience Page Layout and customization
- Fixed: Recording video on Mac doesn't save video file

Minor

- New: Allow domain admins to change “Access Request Confirmed” email text
- Improved: Improve detection/placement of AR layers
- Improved: Workflow after starting a Trial Quest
- Improved: Show a Trial dialog window after starting a Home trial on the web
- Improved: Help Page
- Improved: Do not disable the Quest box when Choose object/Other object is active
- Improved: Require collections to have a name
- Improved: Video media pages link to the experience the video was made from
- Fixed: AR player can jump constantly
- Fixed: Backgrounds causing AR scenes to move
- Fixed: AR Players jump forward when the scene changes or experience is restarted
- Fixed: AR Player cannot run and jump at the same time
- Fixed: UI text jittering in Save dialogs
- Fixed: “Loading experience” menus jump around in VR Viewers
- Fixed: OBJ model loading bar still present in Scene and Viewer
- Fixed: Platform lighting changes when the Scene panel is selected

5.0.1

A couple of bugs squished.

- Improved: Show domain membership status in top-right corner of licensed Builders
- Fixed: Recording a video can cause a crash on Windows when Builder is not installed in the default folder. Recording on certain Mac configurations can be buggy

- Fixed: Account creation through a licensed Builder not sending domain access request

5.0.0

It's finally here! We have massively reworked how experiences are presented on differently powered platforms and are introducing art styles: Low Poly, Stylized, and Realistic.

Stylized mode is optimized for the Oculus Quest!

Hover over any element including events in the Builder to see a useful description of what it does.

Users can now customize their users page, get messages from other users, and add collections of experiences to highlight their best work. Opt-in, check out your dashboard to customize it.

You can now also make a copy of a published experience, work on the copy and save it back over the live experience when done.

Sharing experiences with us is now possible right in the Builder, let us know if you want us to look at a problem or highlight something cool you made!

One more thing: We have physics! When adding an object select the enable physics checkbox to unlock the magic.

Major:

- New: Introduce three art styles (Low Poly, Stylized and Realistic)
- New: Tooltips in Scene, Object, Animation and Event tabs
- New: Auto Update
- New: Overwrite feature to allow behind-the-scene editing of published experiences
- New: Share with Blocksmith Team in Share dialog
- New: Custom User pages with collections and Contact Me feature
- New: Enable physics option on objects
- New: Navigation features for any object

Minor:

- New: Scene music can be paused/played with events
- New: Distance Fog
- New: Custom camera rendering distance in Scene Graphics settings
- New: Preview Change quality per art style
- Improved: Group editing
- Improved: Update save model flow
- Improved: Add vertical alignment feature to textbox - yay!
- Improved: VR Viewer controller tooltips
- Improved: Hierarchy shows automatically when using Other Object event reference
- Improved: Sort Hierarchy objects by new/updated to old
- Improved: Add caution popup for when ungrouping a group with events
- Improved: Move My Models into Models tab
- Improved: Allow interactions and selections when objects are in the Player's hand(s)
- Improved: Free users see locks on models with premium features
- Improved: Showing model collections in the Builder

- Improved: Enable Shadow distance settings to fix circular shadow around player
- Improved: Allow throwing of physics objects from the player's hand
- Improved: Clear current experience when Logging Out of Builder
- Improved: Remove "Play All" from events
- Improved: 'Forgot password' support for managed accounts
- Improved: New high-res LOD levels for round shapes
- Improved: Better warning dialog for users who cannot share privately
- Improved: Limit graphics/art settings on WebGL Builder to mobile/low poly
- Improved: Auto-play triggerable FX when they are placed in a scene
- Improved: Home and Free users private sharing options
- Improved: Reseller Tools
- Improved: Allow referencing another variable as a parameter If Old Value =subcondition
- Improved: Show warning message when Hit Target is used on non-collideable objects
- Improved: Sort domains alphanumerically in dashboard
- Improved: Managed EDU user accounts receive free tier media quota
- Improved: Remove Home free/trial banners for EDU admins
- Fixed: Adding FX in Edit Group with rotated shapes causes boundary box to be incorrect
- Fixed: Builder crash caused by multi selecting rotated objects in Edit Group
- Fixed: Sub-group remains selected when Group Editor is closed
- Fixed: Set Daytime event does not work with variables
- Fixed: Experience tile highlight is not visible in Dark Theme
- Fixed: Hide object event does not affect the text on text boxes
- Fixed: Duplicating when view is zoomed in causes objects to appear in strange locations
- Fixed: Platforms and baked skyboxes are excluded from reflections in the Viewer
- Fixed: Characters looking to their right when first being placed in scene
- Fixed: Target is Not Player event condition does not work
- Fixed: Looping animations briefly jump to incorrect state on loop
- Fixed: Duplicated objects are placed incorrectly when duplicating multi-selected objects
- Fixed: WebGL Builder always shows Shared Models search/tags/sort options
- Fixed: Stylized Tree shader does not work with Dynamic Daytime Wind
- Fixed: Turning on dynamic daytime activates strong wind with slider set at 0
- Fixed: Apply to All Players ability doesn't apply Hitpoints
- Fixed: Templates cannot be opened on the WebGL Builder
- Fixed: Cannot deselect Anchored objects by clicking on the Outdoor platform
- Fixed: Hit Target does not work on animated groups
- Fixed: Variable actions do not fully appear when referenced from another object
- Fixed: Replaying a multiplayer scene caused Builders to freeze
- Fixed: Default 0 value in Set To Variable event action does not work
- Fixed: All saved sound files show question marks instead of duration

4.8.1

*We made glow more consistent between the mobile viewer apps and the Builder.
The tutorial has been improved to make it even easier to get started building in 3D.*

- Improved: Glow appears inconsistent between stylized and hq modes
- Improved: Builder switching to mobile shader set consistently in stylized mode
- Improved: Tutorial rework
- Fixed: Hill 4 and Hill 5 missing boundary box and previews on WebGL Builder

4.8.0

We heard your cries and added a zombie character! We also added some new hill shapes that will work together better to create mountain ranges.

- New: Add new hill primitives
- Improved: Load 40 experiences at a time in the Builder and viewer apps
- Improved: Change “Retain Player Direction” setting to be disabled by default
- Fixed: Quest box resizes/jumps when arrow buttons are slightly dragged
- Fixed: Samsung S8 keyboard problem
- Fixed: Builder becomes unstable after fade in/out transition after playing the viewer
- Fixed: Scaled down players cannot jump repeatedly
- Fixed: Variables in edit group cannot be selected
- Fixed: Animated object returns to original position after each step when spawned

4.7.2

Another quick bug release to fix up the water shader.

- Fixed: Unable to walk on water
- Fixed: Unable to cancel loading experiences in Viewer Apps
- Fixed: Unable to walk in trigger zones without objects below

4.7.1

Even more bugs for this quick release.

- Improved: SteamVR viewers should default to HQ mode
- Improved: Selection beam in Viewer app menus
- Fixed: TAA, SMAA, 4x and 8x anti-aliasing settings all showing same graphic settings
- Fixed: Jumping in WebGL on Chromebooks not working consistently
- Fixed: Scale snapping on small objects is difficult
- Fixed: Scaling triggers and effects distort boundary boxes

4.7.0

We did some major bug hunting for this release.

Major:

- New: External object referencing by adding variables

- New: Save project specific materials
- New: Local Messages
- Fixed: Login dropdown inverts after Playing the Viewer

Minor:

- Fixed: "P" key activates Play in Viewer when logging-in
- Fixed: Targeting "Other Object" with events on an anchored object doesn't work
- Fixed: Launch event does not work in VR Viewers
- Fixed: Export as 3D Model function does not work
- Fixed: Multiselection box appearing over UI panels when anchored objects are selected
- Fixed: Players do not fall in VR
- Fixed: Copying/pasting animations on Ring objects results in altered animations
- Fixed: Hiding/showing objects in multiplayer not working
- Fixed: Set color/set glow events not working on Multiplayer handheld items
- Fixed: Quest window closing if Enter or Esc keys are pressed
- Fixed: Edit Group moves handheld edited group when closed
- Fixed: Player moves 9 cm along the z-axis whenever a position field is deselected
- Fixed: Multiselection sometimes not showing most recent selection
- Fixed: Old value event condition has no field
- Fixed: Sound Finished event takes a long time to trigger
- Fixed: Hide event not working with some groups
- Fixed: Undo fails when attempting to bring back animations after ungrouping
- Fixed: Using controller when using "Play on SteamVR" breaks mouse interactions
- Fixed: Quickly moving through Quest steps can lead to incomplete steps
- Fixed: Component variables are sometimes not reset after playing the viewer
- Fixed: Player unable to initially jump on most platforms
- Fixed: Importing/uploading an obj model leads to NaN dimensions on model
- Fixed: Multiple obj models in a specific scene crashes the GearVR Viewer
- Fixed: Set Random external parameter drop-downs are missing
- Fixed: Animation Finish doesn't fire on looping animations
- Fixed: Snapshot previews and captures do not show glow
- Fixed: Some FBX's crashing Builder
- Fixed: Multiselection box does not work after Playing the Viewer
- Fixed: Dropped pickup items' events do not work after re-pickup

4.6.0

Characters can now hold objects!

Better handling of character body animations in the event system.

Rotate objects with the event system.

Major:

- New: Allow characters to hold objects
- New: "Rotate To", "Rotate By", and "getRotationX/Y/Z" Events

- New: Character Body Animation Events Freeze and Unfreeze

Minor:

- New: Walkable checkbox to control where characters can walk in a large scene
- Improved: Sort animations alphanumerically
- Fixed: Teleport point boundary box is incorrect
- Fixed: Unable to drag color slider when white is selected in color picker

4.5.2

Oculus Store settings updated. Viewer apps only.

4.5.1

Patch release to fix a few problems with characters navigation system.

Minor:

- Fixed: Characters approaching object stop after touching the object instead of following
- Fixed: Character navigation system not working in Viewer Apps
- Fixed: Switching navigation modes using events fails
- Fixed: Navigation mode options do not appear after changing modes
- Fixed: Character not able to step up onto small step
- Fixed: Approach Object event action not showing navigation target button

4.5.0

Pro accounts now have the collaboration feature! Collaborators are able to make changes on experiences and the owner keeps all rights.

Pro accounts can now transfer ownership of experiences to other Pro accounts.

Make characters talk! Add a sound component to a character and check lipsync.

Major:

- New: Collaboration Mode for Pro Accounts
- New: Ownership transfer for Pro Accounts
- New: Lip sync on character
- Fixed: Characters avoid trigger zones

Minor:

- New: Display collaborator notes in version history
- Improved: Show material options when adding materials in architectural wizard
- Improved: Cleaner display of custom event messages
- Improved: Share with Domain - change 'Remixable' to 'Open Source' to better explain the intent
- Improved: Regroup Character Events to make more useable
- Fixed: Character with sitting animations are floating over objects when Playing Viewers/Scenes

- Fixed: Indenting code in script editor is broken
- Fixed: Scene preview lighting resets after play in viewer in some scenarios
- Fixed: Oculus Quest is treated as a Single Controller VR player in MP scenes
- Fixed: Architectural Wizard in Dark Mode needs adjusted
- Fixed: Some textures not coming through on stylized variant of construction worker character
- Fixed: Closing/re-opening Login window on website doesn't clear password

4.4.1

Quick and fast bug release! We fixed a problem with characters when playing an experience twice in viewer apps.

4.4.0

Make characters come to life with Body Animations!

Several improvements made to the Oculus Quest viewer.

Versioning has been made available on experience's pages on the web. Easily revert back to a previous version of experiences.

Major

- New: Character Body Animations
- New: Versioning for Experiences
- Improved Oculus Quest Dual-Stick support for Viewer:
 - Right trigger click in menu selects what left pointer points to
 - Acts like it is selecting menu items several times
- New: Wrist menu for dual stick VR devices
- New: FBX models do not appear on mobile devices
- New: Glow is now available on mobile platforms
- New: Handle FBX's with embedded textures

Minor

- Improvement: Display Material pool categories as buttons
- Improvement: Remove "Click to Play" message from WebGL Builder's Viewer
- Improvement: Remove star icons
- Improved: Allow reordering of items in a collection
- Fixed: Boundary box offset on groups sometimes
- Fixed: Add Video button in Quest editor is broken
- Fixed: Characters do not retain their scaled size when duplicated
- Fixed: Character navigation not avoiding objects
- Fixed: Collection contents not loading for domains
- Fixed: Player falls through platform when Viewer is played from scenes with transitions
- Fixed: Boundary boxes on shapes in groups distorted after scaling
- Fixed: Highlighting a section in Architecture Wizard stays highlighted when exiting wizard
- Fixed: Client tools only being given to one team in Architecture Wizard

4.3.0

View your experiences in AR on compatible Android/iOS devices!

Domains can now customize their homepages! Add images, descriptions, logo, and collections to your domains homepage to welcome your users.

Characters have been updated to include emotions.

Easily share your experience in the Builder by clicking the share button in the top bar.

Major:

- New: Custom Homepage
- New: Add share button in the Builder
- New: Mobile HQ Wizard
- New: AR on mobile viewer apps
- Fixed: WebGL Builder crashing after play in viewer

Minor:

- New: Add Libsync and wire it to characters
- New: Add Warehouse mode for large scale multiplayer experiences (Pro feature)
- Improved: Glow value can be set in smaller steps
- Improved: Update select Premium Experiences with new graphics
- Improved: Make credits more visible on purchase pages and dashboards
- Improved: Add a tip to Teachers page on EDU Domains during trial
- Improved: Add quota and subscription information to My Media tab
- Improved: Update Teacher permissions on EDU Domains
- Improved: Show “Everything” on the Explore page
- Improved: Descriptions for collections should show everywhere a collection is visible
- Improved: Allow renaming of collections
- Improved: Add new Help pages for EDU domains
- Fixed: Border between background and platform flickering in VR Viewer
- Fixed: Picking up an object with Auto-collect significantly increases the boundary box size
- Fixed: Market item thumbnails not appearing in WebGL

4.2.1

Quick patch release

- Fixed: Cardboard viewers not working on 64bit phones
- Fixed: Sounds not showing what they are named

4.2.0

Blocksmith Pro is here!

It is now easier than ever to create VR home tours with our architectural wizard. We added multiplayer characters in business attire as well as Dollhouse and Slicer feature for the Viewers.

Browsing our homepage and loading experiences in the Builder/Viewers you will find a new feature: Collections!

If you own a Blocksmith domain (limited to EDU users at this point), you can use collections to customize your domains. Feature outstanding student work, competition results, seasonal experiences, you decide. This feature is just in time for Halloween, we expect to see spooky collections.

Sharing across all tiers is now unlimited and when you share with a new user and they visit the experience page online, instead of the very limited WebGL player we will now open the experience right in the Blocksmith Builder (and install it if necessary).

Major:

- New: Add Pro Account Tier
- New: Update oculus sdk to support quest
- New: Load screen redesign with Collections
- New: Replace WebGL on experiences with Builder download
- New: Creating collections of experiences
- New: Remove sharing limits

Minor:

- New: Info bubble on all assets showing required tier
- New: Pro Version: Architectural Wizard
- New: Pro Version: Dollhouse Mode/Slicer Plane feature in Viewers
- New: Pro Version: Business characters for multiplayer tours
- New: Top bar UI redesignImproved: Upgrade Trial from Personal to Pro
- Improved: Characters placed in scene face the camera
- Improved: Improve market item buying experience
- Improved: Auto demote teachers after subscription or trial ends
- Fixed: Objects do not shift-stack accurately onto the tent object
- Fixed: Canvas text boxes' roundness slider getting set to 10
- Fixed: Controllers not appearing in Oculus Quest Viewer
- Fixed: Part of the skybox appears in front of video objects
- Fixed: Picked up scene objects disappear when local players get close
- Fixed: Hill primitives are significantly different shapes and sizes on Stylized vs. Realistic
- Fixed: Trees have different positions between Stylized vs. Realistic
- Fixed: Volume slider on Sound Components doesn't work well
- Fixed: Sound library not appearing in Builders pointing to new domains
- Fixed: Variables in Player Slot in Multiplayer non-communicative
- Fixed: Scene objects disappear if picked up in a MP match
- Fixed: Different players sharing the same multiplayer character
- Fixed: Domain dropdown not selecting reliably in 3D viewer
- Fixed: Sound finish event not happening consistently

4.1.1

This version includes WebGL improvements and a beautiful new Material Pool. We are also bringing Hitpoints back due to popular demand.

Premium experiences can now be viewed with VR viewers!

Fixed a bug where players were 10cm taller than they really are in SteamVR viewers, which was felt specifically in VR home tours. We highly recommend (re-)doing floor calibration from time to time for such experiences!

JavaScript errors and logs are appearing in the console now

Major:

- New: Major overhaul to the Material Pool
- Improved: Bring back Hitpoints
- Improved: Save event messages with models
- Improved: Update Viewer Apps to show premium sections
- Improved: Performance Indicators can be clicked to show scene details
- Improved: EDU Edition: Devices dashboard update
- Improved: EDU Edition: Make quick signup default for EDU domains
- Improved: EDU Edition: Admin dashboard shows when trial ends
- Improved: EDU Edition: Dashboard Help page link should change if in trial
- Fixed: WebGL sometimes crashes after play in viewer
- Fixed: SteamVR Viewer off by up to 10cm

Minor:

- Improved: Dark mode JavaScript editor has weak contrast
- Improved: Certain trees appear very dark on default settings
- Changed: Change script type to mono-spaced font
- Changed: Experience-wide pickup items should not be a default setting
- Improved: Apply to all players should also paste components/events/tags and show a popup clarifying its action
- Improved: Improve Volcano object colliders
- Improved: Change quest hover link to be visually different than a clickable link
- Fixed: Players should not be able to be hidden with events
- Fixed: Builder becomes unresponsive if the Player is destroyed
- Fixed: Platforms do not work with HitTarget events
- Fixed: Using Reverse Animation event will initially show an additional animation option
- Fixed: Dark mode Set Color event does not show true color
- Fixed: Dark mode causes preview images on the Save page to be darker than normal
- Fixed: "Loading Material" endless dialog
- Fixed: Single objects show extra offset boundary box if selected after an anchored object
- Fixed: Changing grid color while in Stylized graphics causes background to turn black
- Fixed: Scene Lighting is brighter in the Viewer
- Fixed: Events becoming cutoff/inaccessible when long/many events are present
- Fixed: JavaScript in multiplayer does not properly update Text objects for other players

- Fixed: Oculus GO build doesn't pass due to unnecessary permissions
- Fixed: Snap points offset from some objects
- Fixed: Re-mixable becoming activated automatically in Share dialog
- Fixed: Materials disappear temporarily from rocks when adding/deleting objects to a scene
- Fixed: Some templates are crashing the WebGL Builder when Play in Viewer is used
- Fixed: 'Dome' Shape no-collides, unselectable after play
- Fixed: Issue with Timer Event in Multiplayer
- Fixed: Player Hand Objects disappear when dropped in multiplayer
- Fixed: Adjust Viewer Volume
- Fixed: Quest step resets every time on play in viewer
- Fixed: Javascript not logging to Console

4.0.0 - 4.0.5 (EDU only Release)

We did it! Stacked animations, tons of new materials to create with and a major graphic overhaul, particularly on high-end devices and much much more:

https://www.blocksmithxr.com/blog/blocksmith_40_info

3.0.4 (EDU only Release)

A small bugfix release before we provide access to 4.0, which will include stacked animations, tons of new materials to create with and a major graphic overhaul, particularly on high-end devices

- Fixed: On some configurations, “Play in Viewer” changed domains to “Main”
- Fixed: Quest Box didn't show “Tips and Tricks” entries
- Fixed: On some configurations, Saving Models caused an upload error
- Fixed: Scaling down Player Characters below a certain threshold caused endless jumps

3.0.3 (EDU only Release)

So far, we have asked teachers to personally manage student accounts in situations where students don't have public email addresses. Our updated guardian system differentiates between legal guardians(parents) and teachers. We also ask users for their age and require a legal or edu guardian to confirm our TOS if a user is under 13 in compliance with modern privacy laws.

A new Quick signup feature allows domains to manage student accounts without email addresses. Improved Teacher permissions in order to help administrators better manage their domains. Improved Users view in domain dashboard. Various Builder fixes.

Major:

- New: Redefine Guardian system to legal Guardians vs Domain Admins/Teachers
- New: Domain Admins can enable Quick Signup for streamlined student management
- New: Require Guardians for users under the age of 13
- New: Resellers can now get reimbursed directly into their Stripe accounts

- New: Access Premium Experiences in the Builder (on domain locked devices)
- New: Limit legal guardians to manage 5 users max

Minor:

- Improved: User Management Help Pages
- Improved: Initial chapters of Classic Games and Farm Sim quests now include games
- Improved: Allow teachers to lock devices to a domain
- Improved: Streamline managed limited user account to full account transition
- Improved: Teachers can delete a class
- Improved: "Users" Page Redesign for Admins and Teachers
- Improved: Access Request page redesigned
- Improved: Update permissions for Teachers
- Improved: Highlight help page on domain Overview page
- Improved: Notify user when email is already in use when adding email
- Improved: User receives email when manually added to a domain
- Improved: Verify age when a user removes guardianship or domain management
- Improved: Show on Dashboard what signup setting is selected
- Fixed: Characters invisible in Builder in Desktop Multiplayer
- Fixed: Stop Spawn Motion event doesn't work in Multiplayer
- Fixed: Spawners rotate in the Viewer
- Fixed: Certain FBX files lose textures after importing
- Fixed: Respawning not working in some Multi-Player games
- Fixed: Removing an object from the Player's secondary hand deletes the item in the primary hand
- Fixed: Stop Spawn Motion resetting animated spawned object's position
- Fixed: HitTarget not working on single objects spawned from a player slot
- Fixed: Quest progress sometimes not matching selected quest
- Fixed: Password autofill security issue when going back from domain setup page

3.0.2 (EDU only release)

New dashboard menu for Administrators!

Enabled Teacher and Classroom features and changed the Quest assignment workflow, so that both Administrators and Teachers can manage classes and assign Quests.

New auto-assign features for Quests making student management very easy.

Major:

- New: Quests are now part of a domain and can be managed by all stakeholders
- New: Enabled Teacher and Class workflows
- New: Improved Lock-to-Domain workflow for Builder and Viewer apps
- New: Remove seat licenses, Blocksmith EDU is now licensed to run on unlimited devices

Minor:

- New: Purchased Page in Admin Dashboard
- New: Updated Help pages
- New: Older Viewer/Builder apps don't show experiences made with newer versions
- New: Builder automatically selects the correct quest version
- New: Button to refresh added to Quest Hub
- Improved: Builder software guides users through the domain access requests
- Improved: Changed "Tie to Domain" to "Lock to Domain"
- Fixed: Market Media Videos Slow/Stuck on Other Video

3.0.1 (EDU only release)

EDU users have now the option to purchase Premium Learning experiences. Student progress tracking has a new home and is more accessible.

Mobile viewers support notches.

We also overhauled the deep clicking feature, with multiple clicks on the same group selecting objects within it. Holding 't' while doing that allows to select objects behind each other.

The Blocksmith system now supports an affiliate program.

Major:

- New: Premium Experiences in the store
- New: Reseller Dashboard
- New: Replace Main Download page

Minor:

- Improved: Add loop limit to prevent recursive loops crashing the Builder
- Improved: iOS/Android notch support
- Improved: Deep Clicking Improvements
- Improved: Focus ability should cycle through team members in a MP scene
- Improved: Updated the Island template
- Improved: Single Object editing
- Improved: Event buttons should have a highlight
- Improved: Show each user's current Quest progress on the Domain Manager's Quest page
- Fixed: Water can hide text and variable objects in the scene
- Fixed: Selecting the Preferences window can cause a crash in the Builder
- Fixed: Snap points missing in Edit Group
- Fixed: Sound processing on the server is broken

3.0.0 (EDU only release)

After almost one year of hard work, the new Blocksmith system is here

- Much improved group editing
- Slot objects, bullets, etc can be edited while wielded/assigned
- Pickup items and inventory system, fully accessible in all platforms

- Test in VR right out of the Builder
- Design wizards in the start screen for multiplayer architecture VR tours
- AR support
- Much Improved Hierarchy view
- Expanded event system
- Improved Undo/Redo
- FBX importing
- Lot's of new special effects
- Data, grip, character, and water objects
- Builder Quest Hub
- Quest and Premium Content Store
- New log console
- Messaging events
- Object tagging

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Curious how it all started? 2.1 user? We'll keep this short but feel free to contact us for earlier release notes!